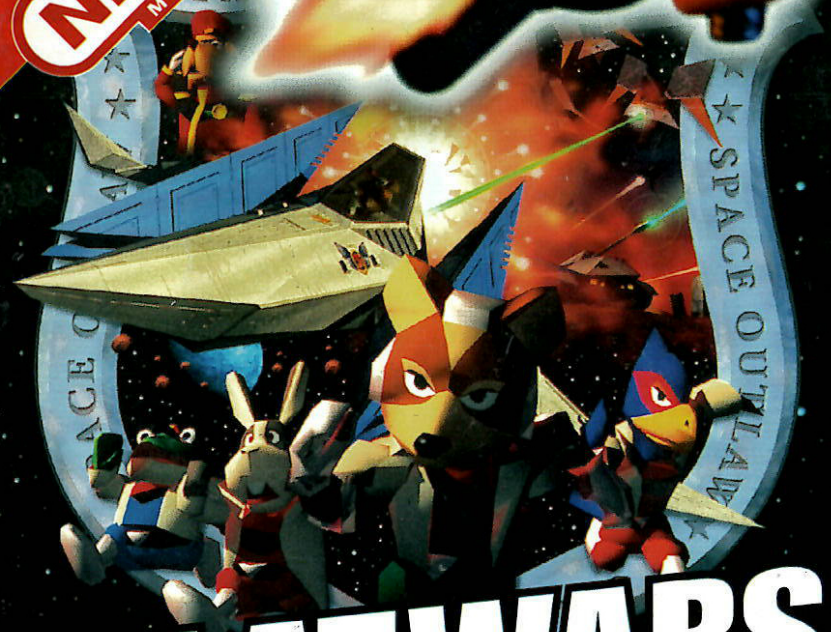


FREE!
Nintendo®
MAGAZINE



LYLAT WARS PILOT'S GUIDE

REVEALED!

- EVERY PLANET BUSTED
- MEDAL TARGETS
- BOSS TACTICS
- EVERY SECRET ROUTE

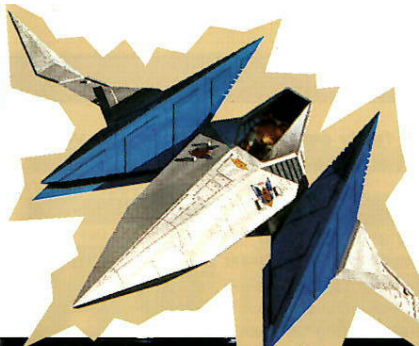
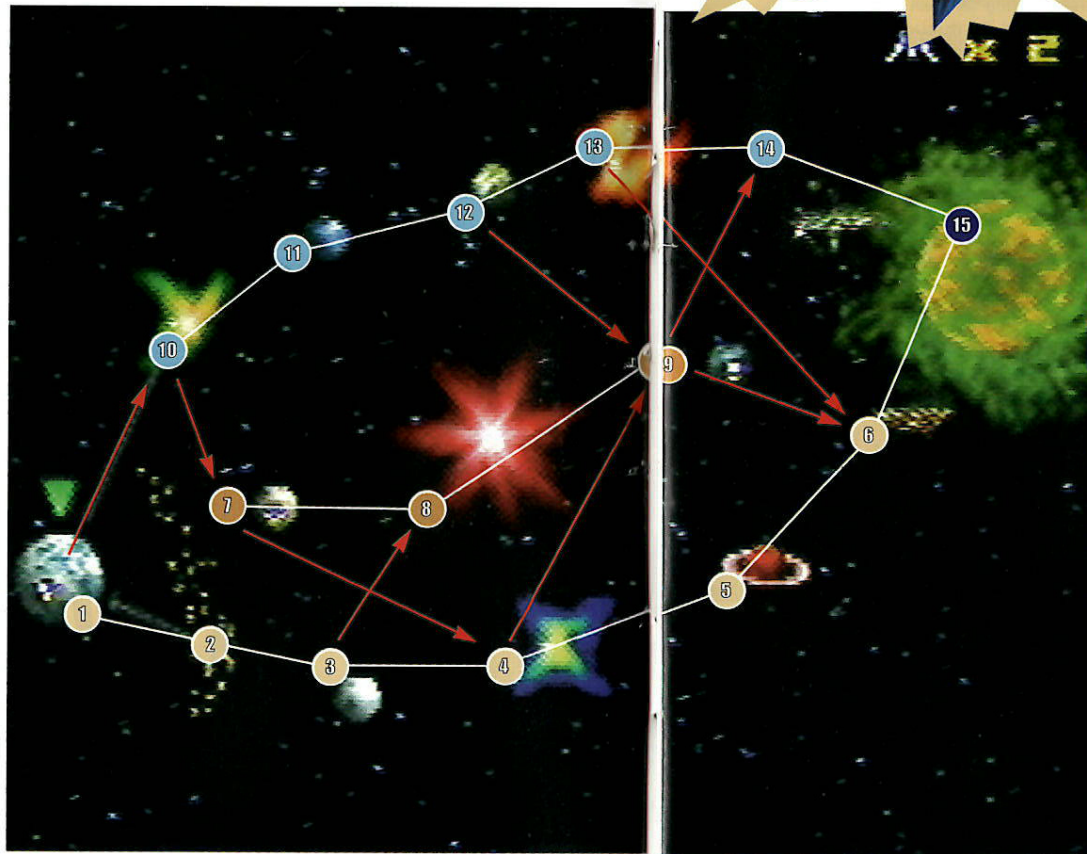
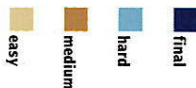
HUZZAH FOR FOX McCLOUD!



Why? 'Cos he's the foxy fella who's going to save the galaxy in LylatWars, the awesome 64-bit sequel to the Super NES classic, StarWing. As well as needing the assistance of his beast-like team-mates, Fox needs a helping hand to defeat the might of Ape Emperor, Andross. That helping hand belongs to you, the player, and in case you need any help yourself, your favourite Official Nintendo Magazine is here with 32 pages of tips excellence to help you win the battle against evil.

GUIDE

- 1 CORNERIA p4
- 2 METEO FIELD p6
- 3 FORTUNA p8
- 4 SECTOR X p10
- 5 TITANIA p12
- 6 BOLES STATION p14
- 7 KATERINA p18
- 8 SOLAR p19
- 9 MACBETH p20
- 10 SECTOR Y p16
- 11 AQUAS p22
- 12 ZONESS p24
- 13 SECTOR Z p26
- 14 AREA 6 p28
- 15 VENOM p30



TIPTASTIC TECHNIQUES

Here are a few helpful manoeuvres that you won't find in the Arwing flight manual. Use them wisely, foxling.



SCORE MULTIPLIER

When you destroy more than one enemy with a single hit, you get a score multiplier. For example, shoot down two of the pesky blighters at once and you'll see a +1 appear. This means that you receive one extra hit for each craft destroyed. This increases depending on how many bad guys you take out – zap five and get a +4 bonus. This is the key to accessing hidden routes and features.



LOCK-ON ENGAGE!

As well as being able to fire more powerful lock-on shots by holding the fire button, you can also lock-on and tap the 'B' button to fire a homing smart bomb on the same trajectory. This is awesome if you want to get a good score multiplier: +10 or +11 bonuses are possible! Remember that you can also detonate a smart bomb at will by launching it then pressing 'B' when it nears its target.



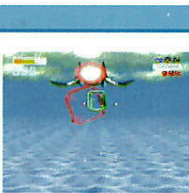
TRAINING MODE SECRETS

In the free-flight segment at the end of the training mode, rack up 100 kills and a StarWolf fighter will appear to duke-it-out with you. Destroy it and another will arrive, and another...

The first level, set on Fox's homeworld, is a fairly gentle introduction, but you have to be a sneaky pilot to access the hidden route.

LET'S GO!

Your first multiplier opportunity. Lock-on to these five enemies and fire to bag the middle one and take out his mates for four extra hits.



SAVE SLIPPY!

Predictably, Slippy gets into trouble very quickly. Sort out his assailant with a lock-on shot. After this you enter a canyon where enemies fly up behind you. Wait for them to group together to get a score bonus.



CORNERIA CITY

As you leave the canyon, a formation of four enemies appear. Kill 'em all to get a silver power-up ring. Take them all out in one shot if you're feeling flash!



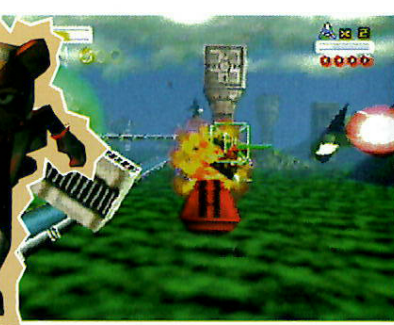
DOORS WIDE OPEN

Fly under the arch beyond the first tower for a gold ring, then brake left and shoot the building to open the doors. Fly through to get a smart bomb.



AS YOU WERE

Fly between the skyscrapers, using lock-on shots to dispose of the grouped enemies. Follow the road 'til you see a large robot pushing down a building. Destroy it for a +5 bonus, but mind the raised motorway!



DOORS WIDE SHUT

After this you'll see another building whose doors you can open to fly through. If you do this, though, you'll miss the two large robots on either side...



LOOP-THIEF

When Peppy says you have an enemy on your tail, perform a loop to get rid of them, then lock-on to the robot ahead for five more hits.



CHECKPOINT

Fly through the arch immediately before the checkpoint and a smart bomb will appear before you. You don't want to miss that do you?



SAVE FALCO!

Now it's Falco's turn to get into trouble. Lock on to the squadron of three enemies chasing him and fire off a smart bomb to make sure you get them.



GRAB THE GOODIES

Two power-ups on either side of a tower. Do a loop as you get the first and turn hard toward the other. If you loop early enough you can get both.



FULL-ON BOSS ACTION

To destroy this first boss robot, start by blasting its legs off. Once it lies helpless, you can finish it at your leisure with a shot to its back.



CHOOSE YOUR PATH

Now you have a chance to alter your route through the game. If you saved Falco earlier, fly through the stone arches in the sea. Falco will be so impressed with your flying that he'll lead you to an alternative boss. Check the Alternative Route box for all the info. Otherwise, just keep flying straight on.



Why settle for ordinary endings...?



ALTERNATIVE ROUTE

Fly through all the sea arches after saving Falco and he'll direct you to a new route, hidden behind a waterfall. When you meet the boss, you may find it looks familiar - it's the same as the first boss from Super NES StarWing! Anyhow, it's easy to defeat. Just shoot the hatches as they open, then go for the main body to kill it. Now you'll be whisked to Sector Y.



Destroy the side-pods, then go for the main hull and you're on your way to Sector Y!

After a quiet start, things soon get frantic. Don't miss the secret warp!

IT'S QUIET... TOO QUIET!

Nothing much happens as you enter the asteroid field, but it soon turns into an ambush. Keep a lock-on powered-up for when the enemy reveal themselves.



TRY A SOMERSAULT

After passing through the first huge rock you'll see three power-ups hanging vertically in space. Pull a loop and you'll get 'em.



LOOK OUT FOR THE...

Mind the errant asteroids and follow Peppy's instructions to get past the rocks that smash together.



Put on the brakes, then use your boost and you'll avoid these asteroids with ease!



ANOTHER FINE MESS

As the power-up box materialises, some enemies sneak-up behind you. Loop to get behind them and finish 'em off.



SAVE PEPPY

Now it's Peppy's turn to be rescued. Use the boost to catch up with him and his assailants before it's too late.



Peppy's a dozy old bunny, and it's always down to Fox to get him out of scrapes. Here we go again.

SYNCHRONISED DYING

Now the enemies attack in formation, so lock-on the centre of the group to destroy them all with one shot. In the rock tunnel, it becomes harder to see what you're doing, so barrel-roll to avoid incoming fire. Then fly through the grid formed by numerous exhaust trails without touching them.

WASP FACTORY

The wasp-like thing before the checkpoint is hard to kill, as you can't lock-on and it fires streams of energy bolts. Just keeping dodging and firing...



LET'S WARP AGAIN

Now you'll see a number of round portals. Fly through them all (not easy) to activate the hidden warp to Katina. It helps if you brake while you're doing this. Check the Alternative Route box for more info.



SMASH ROCKS!

If you miss all the warps, don't worry. Instead, shoot the light brown rocks in the next asteroid field to rack up some extra hits.



A locked-on shot takes out the lead ship and all his sinister wing-men, netting you a +3 multiplier!

BOSS TIME AGAIN

First of all, take out the yellow triangles that appear as the front of the mech rotates while avoiding the green rays. Next, the front section detaches, revealing a massive laser array. Avoid the blasts from this and concentrate your fire on the yellow diamond in the centre of the craft. Now the whole mech rotates, showing off more death lasers. Again, the yellow areas are the craft's weak point. Once these parts are destroyed, the whole thing explodes.



ALTERNATIVE ROUTE

If you do manage to fly through all the circular portals and access the warp you'll accelerate into a bizarre, psychedelic area full of bad guys and power-ups. This is where you get your chance to score the hits you need for a medal.



This level is entirely free-flight, and it's the first appearance of the evil StarWolf team – StarWolf, Pigma, Leon the chameleon and Andrew the baboon!

AERIAL KILLS

The innocent looking aerial array around the perimeter of the base can be destroyed to reveal some much-needed power-ups.



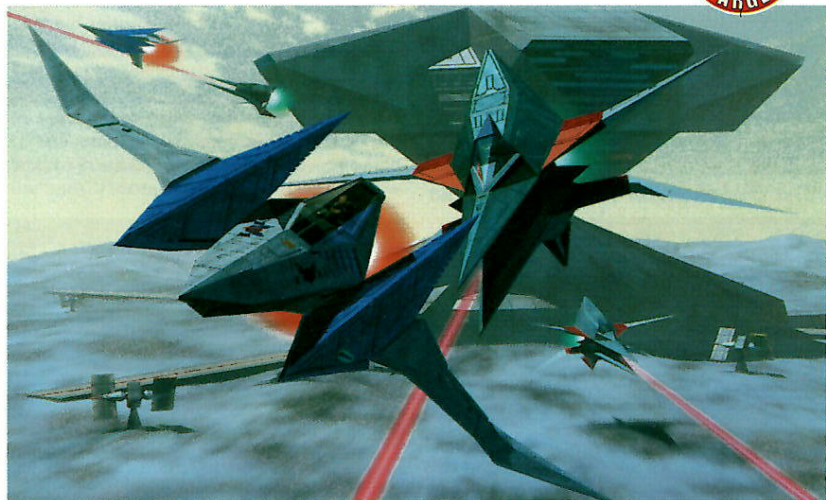
Plenty of shield recharges make this an easy level – until the StarWolves turn up and ruin your fun.

SAVE THEIR ASSES

The other pilots will get into trouble here. Just lock-on the enemies chasing them and take 'em down as quickly as possible.



Once again, Foxes team-mates get into a jam. Saving them can be an annoying distraction, but you have to do it to guarantee their help.



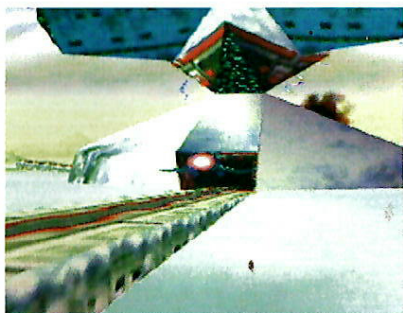
ENTER STARWOLF

Once it's announced that there's a bomb in the base, the StarWolf team appear. For maximum points you must destroy them as quickly as possible. Lock-on shots have no effect, so make sure you hit 'em with blue laser fire. You may want to destroy Andrew the Baboon first as his American whine is the most annoying...



THERE'S A BOMB ON THIS BASE

After you begin to engage the StarWolf team, a countdown timer appears. If you don't take them out before the counter reaches zero, the base will explode and you'll go on to Sector X. Destroy StarWolf in time and you can short-cut to Solar.



Send the StarWolves packing and you can save the base, then head for the fiery delights of Solar.

SECTOR X

This deep space fleetyard is full of unpleasant surprises, but it does hide another hidden warp route, this time leading to the nebula-based shoot-out in Sector Z. Stay alert, pilot!

IT'S QUIET... TOO QUIET... AGAIN

Like Meteo, this level starts off quietly, but the action soon commences as loads of bad guys pile on the screen. Lock-on and use smart bombs to get a massive bonus.



BOMBS AWAY

Mind the massive explosions as you approach the fan-shaped structure – they can do a lot of damage.



Something bad's gonna happen in a minute...



Erk! What's this coming towards Fox?



AIEEEE! Ough... He'll feel that in the morning.



There's more of 'em! Start dodging, Fox!

MIND THAT PYLON

Once through the fan structure, look for the floating girders that swing into your path. There's another wasp creature to deal with before the checkpoint, too.



WALL OF DEATH

An explosion in the centre of the wall breaks it open. Watch out for the massive rocket-powered fist coming through at the same time...



CHOOSE YOUR PATH

After passing another rocket fist you'll see arrows pointing left and right. If you want to try for the hidden route, you need to head to the left.



SHUT THAT DOOR

Throughout the next section you need to be wary of massive doors slamming closed on you. If the way is suddenly blocked, slow down and the doors should open up again. Alternatively, you can always use the boost to sneak through a closing door.

WARP NOW

Shoot the rectangular panels 'til they turn red and open. You must slow right down to do this, so keep an eye on your thrust power. Open them all and you go to the warp zone. Check the Alternative Route box for further info.

IT'S BEHIND YOU

If you miss the warp, you've got another wasp-creature to deal with before the boss appears. This time it's Andross' Secret Weapon, a massive mech with two huge arms – the same arms that almost killed you earlier on.

PRETTY ARMLESS, REALLY

The weak point on this boss is its head, so direct your fire there, and watch out for its eye lasers and swinging arms. Don't be fooled when it appears to die – it quickly comes back to life and starts lobbing metal panels. Work quickly, as Slippy can get in the way of the swinging arms and crash out of the level. If this happens, you must visit the desert planet of Titania to rescue him. Otherwise, it's onward to Macbeth.



The way looks clear...



SLAM! Hit the brakes!



Behind the red door...



... There's a warp!



Beware the fists of fury.



Hmph. How unpleasant.



ALTERNATIVE ROUTE

The warp leading to Sector Z is another psychedelic area full of enemies and power-ups. Again, use the situation to rack up the hits needed for a gold medal.



Fox abandons his Arwing and boards the Landmaster tank to rescue Slippy from the worst that Titania has to offer. Don't expect an easy ride...

MIND THAT BUILDING

The first obstacles here are the falling towers. Use the boost to grab power-ups from beneath them before they fall on your noggin.



CRAB ATTACK!

Your next concern are the flying crab-like mechs that land ahead of you. Shoot their bodies and destroy them for a three hit bonus.



LASER LIGHT SHOW

After the section with bridges, you'll see floating pods with laser searchlights. The lasers are harmful, so take out the pods as fast as you can.



PILLAR FIGHT!

The biggest hazard in the section after the checkpoint is all the falling pillars. Again, use the boost to grab any power-ups in their shadow before it's too late.



USE BOMBS WISELY

Now things get a bit hectic. Using bombs after you've locked on can help to clear the screen of bad guys. Watch out for those land mines, too.



CANYON-BALL RUN

The canyon section poses extra hazards as enemies on top of the ridges will throw rocks at you. Kill 'em all, and quick about it!



KEEP WATCHING THE SKIES

There are loads of enemies attacking from above. They'll engage the others too, so you may have to help out your team-mates.



BOSS BAITING

Past the canyon, you'll meet the boss – a massive sand creature. He's holding Slippy's Arwing in one claw, so try to shoot him free first. Once all of the boss's arms are destroyed, aim for the head and chest, but watch out for the massive laser beam that shoots from the creature's mouth.



BOLUS STATION

This artificial satellite needs to be demolished, but who's this turning up to defend it? Uh-oh – looks like the StarWolf team is back...

DESTROY ALL BARRIERS

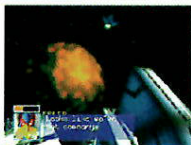
When you start the level, the centre of the Station is covered by a forcefield. Take out the energy pylons to disable the shield. This is harder than it sounds, as the rotation of the satellite means it's tricky to keep a fix on any one pylon. Try and match your speed with the rotation of the station. Oh, and watch for the laser batteries on the surface.



Blast the shield generators on the pylons but beware of the robots and guns on the surface.

LOOKS LIKE WE'VE GOT COMPANY

Once the forcefield is disabled, you'll also be able to destroy the small enemy craft. Loads more will zoom out of the centre of the satellite.



Once again, Fox's compatriots are overwhelmed by enemy fighters. He could use better wingmen.



STARWOLF STRIKES BACK

If you came via the middle route (Katina, Solar, Macbeth), you now have to deal with the StarWolf team. The same tactics from Fortuna apply, only this time it's tougher to take them out. Do it quickly and you're rewarded with a maximum of 50 points.

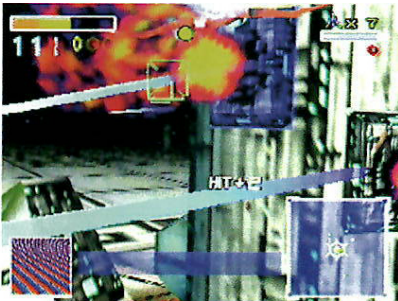


TAKE OUT THE CENTRAL CORE

Your mission now is to destroy the central core of the Bolus Station. As you destroy each weak point, it'll start to fire massive laser beams. Destroy the guns and robots on the surface if you need extra energy.



Shoot the nodules on the core and a veritable laser core erupts from it. Dodge like crazy!



SECTOR Y

It's a bad scene for the Cornerian fleet! It's under attack from an army of Andross' mechs. Stand by to defend your comrades!

MOBILE SUIT ANDROSS

Humanoid mech suits haunt this level, and they're generally worth a few extra hits. When a load of enemies attack from the shadow of a large cruiser, you can choose to go above or below the ship. Whichever route you take, you should be able to find a fair supply of power-ups.



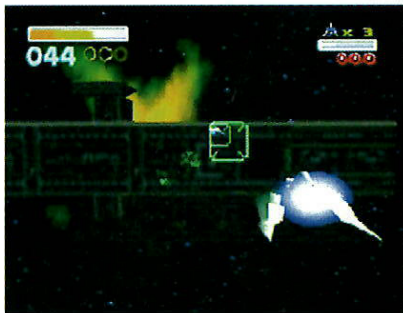
ON A CRUISE



Take out the guns and striped pods on the large cruisers for extra points.

Watch out for enemy fire while you're lining your guns up on these relatively small targets.

CHOOSE YOUR ROUTE



Hmm. Top or bottom? There's not much difference between them so just go for whichever's nearer.

At the point where two mechs swing in front of a cruiser there's a choice of routes. Go to the top or bottom of the screen to select your path from here.



STAY ON TARGET!

From here on, it's just a matter of taking out all the mechs and gun turrets as fast as you can. The clusters of smaller enemies are good for bonus points, too.



BIG BAD BOSS BONANZA

After ROB64 sends in supplies, the boss, or rather bosses, make an appearance. First, two humanoid mechs attack from their cruiser. These first two die easily, but then a third, tougher, mech appears. This one flies around for a bit, then sits on the cruiser itself, making it an easier target. This is a free flight section, so make use of the space when you're manoeuvring.



BOKKO! Yeah, Falco talks big, but it's Fox who takes care of all the really tough targets.



ALTERNATIVE ROUTE

If you fail to score over 100*kills on this level you'll proceed to Katina, rather than Aquas, next. Make sure you have 85 kills when you face the boss and you'll be fine.

KATINA



One of the coolest levels in the game chucks Fox's team into a huge Independence Day-style battle!

COWBOYS AND INDIANS

This level is the first to feature friendly fire. There are two types of craft flying around – good guys and bad guys – and you can only lock-on bad guys. So don't just go firing your lasers willy-nilly or you'll take out your friend Bill's colleagues. And he don't like that.



MINE'S BIGGER THAN YOURS

After a short time, a huge alien mothership approaches and hovers over the Katina base. A swarm of enemy craft fly out, and it's dogfightin' time. Notice how the bad guys fly in groups, so it's easier to bump up your hit bonuses.



This is one of the best bits in the game!



The saucer takes up station over the base...



... And launches all its fighters in your direction!

THE HATCHES ARE OPEN



Listen to Bill, but don't fire on the hatches yet if you want to score big points in this level.



THE FINAL COUNTDOWN



Once the one-minute countdown begins, it's time to go to work. Aim at the central spindle of the mothership to destroy it. If you fail to bag it within the minute the saucer destroys the base. Actually, this looks a lot cooler than winning, but if it happens you get chucked over to Sector X. Win, and you go to Solar.

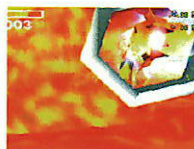
SOLAR



A tricky level set on the lava world, Solar. Fox'll need all his wits about him here.

OOH, THAT HURTS

Because of the heat of the lava on this world, your Arwing is constantly losing shield energy. Fortunately, there's a more than plentiful supply of silver rings lying around, so don't panic.



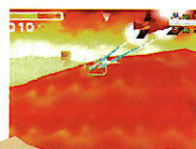
BILL'S BACK

If you just arrived here from Katina, your Bunny-like mate, Bill, will turn up to lend a helping hand. Be careful you don't fly through the lava chutes or you'll be beyond help, though.



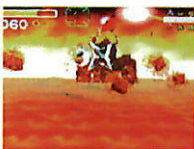
WAVE RACE

Slow down and pull up as hard as you can to avoid the massive tidal waves of lava that appear at various points throughout this level. Keep your eyes open, though, because you often find a selection of the best power-ups appears just after the wave has gone past.



THE BOSS BEASTIE

The huge lava wave after the second group of fiery flying things signifies the approach of the boss – an awesome lava creature. Shoot at his flailing arms first, avoiding the lava jets and his claws. After he ducks under the waves for a while, he'll start throwing more jets of lava at you. Once his arms are gone, he'll start spinning and chucking out more lava. While you're doing this, make sure you keep shooting at the power-up rocks or you'll run out of energy.



This is another Landmaster-based level. This time around, Fox has to pursue and destroy a huge train through a deadly junkyard.

STOP THAT TRAIN

It's possible to destroy the train quickly by shooting at the wagons, but you're may well find yourself distracted by other things...



CATCH UP

After the first round of watch towers, the train speeds up, but there are plenty more enemies to take care of, so don't hurry to catch up.



RETURN OF THE CAT

If you arrived here from Zoness then Katt returns to help you again. She's most useful at the end of the level where... well, you'll see.



AVALANCHE!

Well, it's not quite an avalanche, but as the valley narrows, you have to dodge the rocks that tumble towards you. Better still, you can try to destroy them, but you'll need to be pretty accurate with your laser.



Death to rocks! Eat my cannon, igneous fiends!

And you, train, you're next! I'm comin' for ya!

TRAIN TO WIN

As the ground sinks under the railway line, you'll catch up with the train again. Shoot at the wagons but keep your eyes open for falling rocks. Continue blasting at the train as the road rises up to meet it.



GOING UNDERGROUND

Follow the train into the tunnel, blasting all the way. Boost with the Z-Trigger and Top-R button to get over the gates that close on you.



FLAT FOX

Be careful as you grab the power-ups under the arches. The arches contain massive rams that can crush you with no warning.



SWITCH PALACE

Eight switches appear alongside the track on both sides of the train, and you have to activate all of them to access the alternative route. If you came to this level from Zoness, Cat will arrive to help you out. Once you've shot all eight you'll see a panel with eight green lights. Beyond this a switch appears – shoot this to change the points and force the train down another track to its doom. Now you'll be sent to Area 6 and get 50 extra hits for your trouble.



ALTERNATIVE ROUTE

If you miss any of the switches, you must destroy the train yourself. On the rear car there's a cannon that fires crates which form laser barriers in your path. Shoot the cannon and the glider being towed by the train will briefly start to shake. Now shoot the glider. Repeat the sequence to destroy the train, but watch out for the glider's bombs.



If the glider tries to grab you, try to roll the Landmaster left or right out of its grasp.

Now Fox and his team take to the seas of Aquas in the Blue Marine. Are they destined for a watery grave? Only you can answer that question!

TORPEDOES AHOY

The weapons of the Blue Marine differ from the other vehicles. You have a laser as usual, but instead of bombs there's an unlimited supply of torpedoes that lock on to enemy craft automatically. You can only launch one at a time, however, so try not to fire at targets in the far distance. Torpedoes also illuminate the scenery around you as they launch. Which is nice.



Cor! You can't see a hand in front of your face down here. Better light things up with a torpedo!

SUBMARINE STRATEGY

'Cos Aquas is soooo dark, the best way to get through this level is to keep that finger on the A button, thus toasting anything in your way. When the screen fills up it can be quite hard to keep track of your lock-on sight, but you can only fire one torpedo at a time so it's not really a problem.



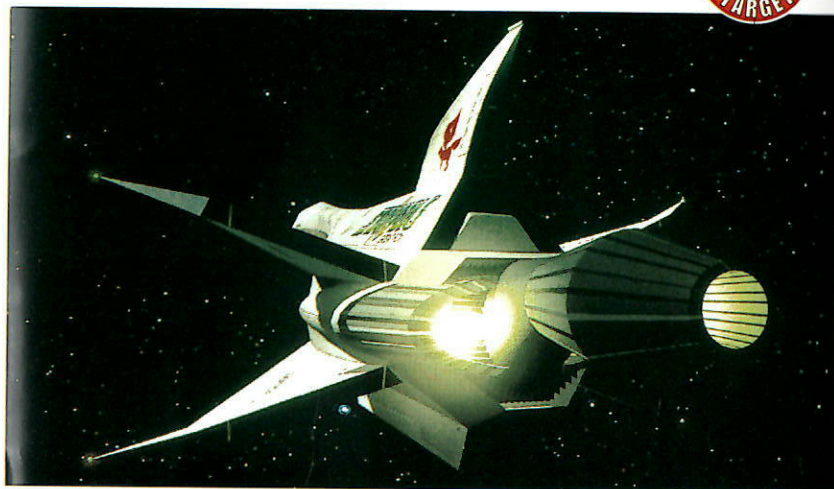
PILLA THRILLA

The large stone pillars you see part way through the level can be destroyed with torpedoes to reveal power-ups. If a pillar looks damaged, this means it'll blow up with the next hit.



Yeah, beautiful. The way it's gonna explode!

Crumble, you ancient pillars! Feel Fox Power!



DON'T WIZZ ON THE ELECTRIC FENCE

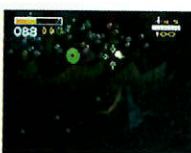
After the checkpoint you'll see triangular electrical fields. These do a lot of damage, and they're also hard to avoid – as you're heading through a narrow ravine at the time and don't have room to manoeuvre. The best way to get past is to hang back and observe their movement pattern.

Don't rush into these puppies. Best to observe them before you go diving one way or the other.



BIO-WEAPON TO STARBOARD

The end-of-level boss on Aquas is a massive clam bio-weapon. The weak points to aim for first are the tendons joining the upper and lower parts of the shell. Fire at these 'til they turn multi-coloured, then you'll be able to lock-on with the torpedoes. After this, shoot at the casing and the glowing eye will be revealed. Fire a torpedo at the eye to damage the clam.



The polluted seas of Zoness are the setting for the next stage, as Fox leaps back into airborne comfort of his mighty Arwing.

FLYING BEASTIES

The start of the Zoness level is packed with weird flying creatures just begging to be shot down. After the first power-up crate is seen hanging from a chain, things get very different.



LIGHT FANTASY

You'll see many searchlights sticking out of the water. Make sure that you destroy all of these or you won't reach Sector Z. You'll know if you missed one 'cos the light beams turn red.



HELLO KITTY

After the line of three vertical power-ups, a mysterious acquaintance of Falco's, Katt, will appear to help you out. She takes care of most of the spotlights from here on, but if you shoot at her she gets annoyed.



HERE BE DRAGONS

Watch out for the massive dragons that burst forth from beneath the sea in this area. Any unfortunate collision with one of these reptilian beasts can result in a lot of damage to your Arwing.



OPEN THE FLOODGATES

After the checkpoint you'll see a set of sluice gates that open temporarily. Some of the vital spotlights are located behind these, so brake while they open and dash through, or you'll miss some of them.

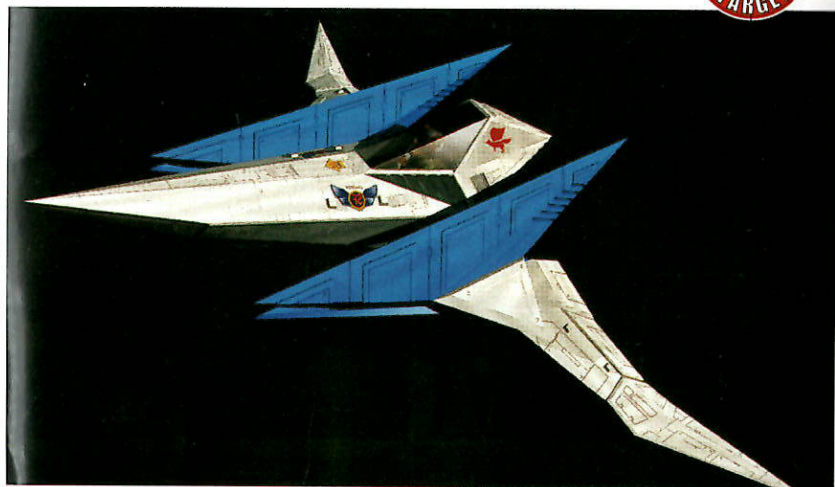


ARGY BARGY

It's not long before you run across this fleet of container ships. Set your sights on their cargoes and start blasting to reveal a selection of welcome power-ups. Beware of that pesky sea dragon, though. It's not at all friendly.

Target the crates!

Beware the sea beast!



DEPTH CHARGES!

Watch out for these barrels floating on the surface just before the boss. They're depth charges. Shoot 'em for power-ups.



WATER-BORNE BOSS BONANZA

Zoness's boss is a tricky beast, susceptible only to smart bombs. It wields a ball on a chain, and spews out cannonballs which can be shot to reveal bombs. To destroy it, fire smart bombs into the smoke funnels at the middle of the mech. Once these are blown off, fire a bomb at one of the cannons to force the craft to turn. While it's facing away from you, fire at the crane to destroy this section. When you blow off the cannons, the boss will not be able to retrieve them from underwater. Once they're gone, shoot at the body of the mech with your lasers to destroy it totally.



You need to blast off this boss's weapons, but how? Your lasers are ineffective.



Here you go. Have a smart bomb mate.



Tell you what, have another one. Ar-har-har!

SECTOR Z

Incoming! The team's mothership, The Great Fox, is under attack from nuclear missiles! Destroy them before they strike home.

FOXTROT

First off, defend the Great Fox from the enemy fighters. You'll find extra power-ups if you explore the debris hanging in space.



Don't let The Great Fox take too much damage.

Hit the enemy ships before they get close.



Lock-on and let rip! This unfortunate enemy fighter has been recycled as a nice shield-recharge ring.

FOUR MINUTE WARNING

You're treated to a cut scene when the first nuke appears. Check its position on the map and get over there on an intercept course quick-smart. If you don't take out the missile before it reaches its target you will fail the mission and must go to Bolus instead of Area 6. Booo!



Use your boosters to get over to the nuke and destroy it before it reaches its target



KABOOMA! Just in the nick of time. Let's hope the hull of Fox's Arwing is lined with lead, eh?



TWO OF THE BEGGARS

Unfortunately, there's no time for you to relax after disposing of the first missile. Two more promptly appear and these also must be destroyed. A good tactic is to make a strafing run at them as you head away from the Great Fox, then turn back and chase them, shooting all the way. After the second pair, a further three nukes turn up! But don't worry. For the final wave, the elusive Katt returns to assist. She destroys one missile, leaving you the last two.



Don't panic, they're just nuclear missiles!



Time's running out! Stay on their tails and blast them down Fox! Make every shot a good one!

RECHARGE

Did you know that by flying into the docking bay on the back of the Great Fox you can recharge your shield? You do now.



This is an extremely tough level – but then it would be, seeing as it's Andross' last line of defence before Venom.

SAUCERS OF DOOM



Take out the large 'impaled saucer' things and the large cruisers for a bonus. These ships launch homing missiles that must be shot down, before they hit you.



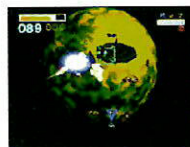
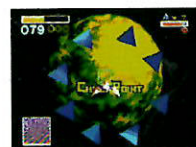
MINEFIELDS



Blimmy, they're everywhere! Blast a path through the mines using lasers or smart bombs.

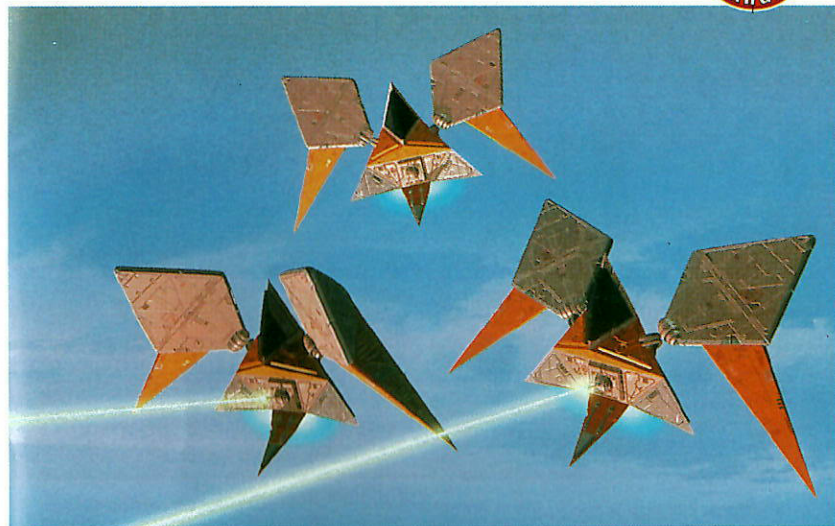
CHECKPOINT CHARLIE

After the checkpoint, things get a lot more hectic as formations of enemy ships swarm after you. Lock-on and destroy 'em.



TURRET TERROR

The fleet of huge ships on the other side of the checkpoint is hard to destroy, but blast their gun turrets and they're not so tough.



INTENSE WARPING BOSS ACTION

After you pass the fleet, the level boss warps into view. Shoot at the various appendages when it opens up, then at the central core. When it closes, fire at the swinging arms. When the mech warps out of view again it leaves behind a load of homing missiles. This process repeats as the number of homing missiles gets larger and larger. Oh, and you may want to avoid the massive laser beam that fills the entire screen as well. You'll have to go through the cycle several times as you whittle down the boss's energy, so be patient.



VENOM (EASY)

Venom is pretty darned tough, but then it is the last level in the game and the domain of Emperor Andross himself. So what do you expect?

BONUS BONANZA

As the level begins you'll see loads of enemies. Lock-on and use your smart bombs to give your hit-count a dramatic bumping-up.



ROUTEMASTER

There are several choices of route on Venom, all marked by flashing arrows. They all go to the same place, so take any route.



MIND THAT BRIDGE!

Common to all the routes are these bridges. Dodge up and down to avoid them or they'll take their toll on your shield level.



FINGERS OF DOOM

Something else you need to watch out for are these huge fingers of rock that lunge up through the ground in your direction. They tend to get in the way of power-ups, too, which is bit of a pain. Here's hoping you've got your fancy-flying trousers on!



STONE TEMPLE PILOT

After passing the checkpoint you'll see this mysterious stone temple. Enter Andross' lair for the final confrontation. Or is it...?



ROCKMAN

Inside the temple is a stone Golem. Shoot away the stone to reveal the mechanical core, but watch out for pillars which erupt from the floor and walls. The golem swipes at the walls and jumps, causing more pillars to appear. Once his stone skin is gone, fire at the head to destroy the Golem.



Go on! Demolish his beautiful brickwork.



TUNNEL CLUB

Now enter the tunnel to Andross' final hideout. The approach is packed with essential goodies, so make sure you stock up before you face the Great Ape himself.

You can also take out the crackling pylons with lock-on shots for extra hits.



ANDROSS

Andross' weak sections are his eyes and his disjointed hands, so fire at them first. Use barrel rolls to spin out of the way of his hands – head for the bottom corners of the screen when you do this. When he tries to suck you into his mouth, brake and move to the corner of the screen to resist him. If you do this, you can fire at him unhindered while he chews, but mind the stream of debris he spews out. Once his hands are destroyed, concentrate your fire on his eyes 'til his face starts dropping to bits. Andross will then engage Mad-Robo-Monkey mode and come snapping at you. Avoid him, and fire at his eyes again to destroy him. Phew!



GAME OVER!

Congratulations! Andross is beaten. Now sit back and watch the Star Wars homage. Then play it all over again. You know you want to...



VENOM (HARD)



If you approach Venom from Area 6, the level is quite significantly different from what we've just described. Read on and you'll see...

THAT PESKY WOLF

Instead of the forced-scrolling section on the easy route, the start of hard route on Venom is set around the entrance to Andross' final lair. Here you must tackle the might of the cybered-up StarWolf team. They're considerably harder to defeat than on the other levels, so you'll need all your dogfighting skills. Remember that lock-on shots have no effect, and expect your teammates to get shot down, too. A good tactic to employ when one of the StarWolves are on your tail is to pull a loop, then bank after your opponent, shooting at his rear as you go.



MONKEY MANOEUVRES

After defeating the StarWolf team you move straight on to Andross himself. This section is pretty much the same as the easy route except that, after the Mad-Robo-Monkey mode section, Andross is reduced to just his brain, which you must destroy.



CHEERS EARS

Thanks to the Stephen Thomas Fulljames Tips Book Production Line (tm) for providing these words, and to Jason French for wielding those design crayons. Much love also to LylatWars for being great.

LISTEN CAREFULLY BOND...

To tie-in with the release of Rare's übergame, Goldeneye 007, next month's free 32-page ONM tips will be about Mortal Kombat. Only joking, it's time for a Bond tips overload. Get ready...